Denis, Nadeau Supported Projects: (PCMDI)

Quarterly Report for January 1, 2016 - March 31, 2016

Quarter Accomplishments:

- January 2016
 - o Create an SQL database Martin Juckes data request(dreg) XML file.
 - Create a database management system (DBMS) schema based on dreq XML file created by martin Juckes.
 - Create all necessary tables to create CMIP6 variables using CMOR version 3 from DBMS. Tables are automatically created using a in house developed python program. Tables are have a JSON file format that can be read from different system.
 - Release alpha version of CMOR3 on January 28th and advertise to Ben Evans, Mark Elkington and Martina Stockhause.

February 2016

- Create Anaconda prototype to install and distribute CMOR version 3.0
- Work on ezCMOR for obs4MIPs committee
 - Create some ocean examples
 - https://github.com/PCMDI/ezCMOR/tree/master/testing/oce an
- Give some support about CMOR3 to meteo france (Stephane senesi)
- Give some support about CMOR3 to NOAA (Sergei Nikonov)
- o Send information about some variable issues to Martin Jukes.
- Start to work on the CMIP6 Validator program. I created a Control Vocabulary JSON file which is used to validate all Global Metadata found in the CMIP6 netCDF files.

March 2016

- Add new pressure levels to CMIP6 table as required
- o Participate to the Hackathon to compile UV-CDAT using anaconda.
- Participate to the Big Data Tutorial organized by Timo Bremer at the lab.
- Sent more variable issues to Martin Juckes.
- Met and gave support to Jim Biard, Mtthias Tuma and Peter Gleckler about obs4MIPs and ezCMOR.
- o Convert temperature ACME data to CMIP6 using CMOR for testing.
- I did 4 [December 2015]

I chair 3 AIMS meeting during the quarter.
I gave an presentation about Anaconda and CMOR version 3.0
I met with Eddy Bank
I met with Jamie Van Randwyk.

Next Quarter's Roadmap

- Publish and deliver CMOR version 3.0
- Publish and deliver CMIP6 Validator.
- Work with NASA on ezCMOR for obs4MIPs. Need to agree to have 1 repository where we can develop jointly.

Resources Required to Achieve Goals

• No more resource is required at this time.